

### Amendments to the Claims

The following listing of claims will replace all prior versions and listings of claims in the application.

1-16. (Canceled)

17. (Currently amended) A method for testing a system for connecting an electronic device under simulation to a network, wherein the simulation is to be carried out by software in a computer, the method comprising:

- (a)-generating a data packet using software in a first computer;
- (b)-transmitting the data packet, from the first computer, to a second computer;  
transmitting at least a part of the data packet to the electronic device under simulation on the second computer through a programming language interface;  
receiving at least a part of the data packet back from the electronic device under simulation through the programming language interface;
- (c)-transmitting back the data packet received by the second computer to the first computer;
- (d)-performing a comparison of the data packet received by the first computer with the data packet that was sent by the first computer; and
- (e)-reporting the results of said comparison.

18. (Currently amended) A method for testing a system for connecting an electronic device under simulation to a network, wherein the simulation is to be carried out by software in a computer, the method comprising:

- (a)-generating a data packet using software in a first computer;
- (b)-from the first computer, transmitting the data packet to a second computer;
- (c)-at the second computer, ~~storing the data packet received from the first computer in a first buffer in the second computer~~ transmitting at least a part of the data packet to the electronic device under simulation on the second computer through a programming language interface;  
at the second computer, receiving at least a part of the data packet back from the electronic device under simulation through the programming language interface;

~~(d)~~-at the second computer, transmitting the data packet ~~stored in the first buffer~~ to a third computer;

~~(e)~~-at the third computer, transmitting back the data packet received to the second computer;

at the second computer, transmitting at least a part of the data packet to the electronic device under simulation on the second computer through a programming language interface;

at the second computer, receiving at least a part of the data packet back from the electronic device under simulation through the programming language interface;

~~(f)~~-at the second computer, transmitting the data packet received ~~from the third computer~~ to the first computer;

~~(g)~~-at the first computer, performing a comparison the data packet received with the data packet that was sent; and

~~(h)~~-reporting the result of the comparison.

19-56. (Canceled).

57. (Currently amended) An apparatus for testing a system for connecting an electronic device under simulation to a network, wherein the simulation is to be carried out by software in a computer, the apparatus comprising:

a first computer;

a second computer;

~~(a)~~-a source for generating a data packet using software in a the first computer;

~~(b)~~-an interface that transmits the data packet from the first computer to a the second computer, and that receives the data packet back from a second computer, wherein a program running on the second computer transmits at least a part of the data packet to the electronic device under simulation on the second computer through a programming language interface and receives at least a part of the data packet back from the simulation through the programming language interface; and

(c) a computer program in the first computer that compares the data packet received by the first computer with the data packet that was sent by the first computer, and reports an error if the data packet received by the first computer does not match the data packet that was sent by the first computer.

58. (Currently amended) An apparatus for testing a system for connecting an electronic device under simulation to a network, wherein the simulation is to be carried out by software in a computer, the apparatus comprising:

a first computer;

a second computer;

~~(a)~~-a source that generates a data packet using software in a the first computer;

~~(b)~~-an interface in the first computer that transmits the data packet to a the second computer, and receives the data packet back from the second computer;

~~(c)~~-a program running on the second computer that ~~stores the data packet received from the first computer in a buffer allocated in the second computer,~~ transmits at least a part of the data packet to the electronic device under simulation through a programming language interface;

a program running on the second computer that receives at least a part of the data packet back from the electronic device under simulation through the programming language interface;

~~(d)~~-an interface in the second computer that receives the data packet from the first computer and returns the data packet received from the third computer to the first computer;

~~(e)~~-an interface in the second computer that transmits the data packet stored in the buffer to a third computer and receives back the data packet from the third computer;

~~(f)~~-an interface in the third computer that receives the data packet from the second computer and transmits the data packet to the second computer; and

~~(g)~~-a program running in the first computer that compares the data packet received at the first computer with the data packet that was sent from the first computer; and reports an error if the data packet received by the first computer does not match the data packet sent by the first computer.

59. (Currently amended) A computer-readable medium, for use in testing a system for connecting an electronic device under simulation to a network, wherein the simulation is to be carried out by software in a computer, the computer-readable medium comprising computer-executable instructions for:

~~(a)~~-generating a data packet using software in a first computer;

~~(b)~~-transmitting the data packet, from the first computer, to a second computer, wherein a program running on the second computer transmits at least a part of the data packet to the

electronic device under simulation on the second computer through a programming language interface and receives at least a part of the data packet back from the electronic device under simulation through the programming language interface;

(e)-transmitting back the data packet received by the second computer to the first computer;

(d)-comparing the data packet received by the first computer with the data packet that was sent by the first computer; and

(e)-reporting an error if the data packet received by the first computer does not match the data packet that was sent by the first computer.

60. (Currently amended) A computer-readable medium, for use in testing a system for connecting an electronic device under simulation to a network, wherein the simulation is to be carried out by software in a computer, the computer-readable medium comprising computer-executable instructions for:

(a)-generating a data packet using software in a first computer;

(b)-from the first computer, transmitting the data packet to a second computer;

(c)-at the second computer, ~~storing the data packet received from the first computer in a first buffer in the second computer~~ transmitting at least a part of the data packet to the electronic device under simulation on the second computer through a programming language interface;

at the second computer, receiving at least a part of the data packet back from the electronic device under simulation through the programming language interface;

(d)-at the second computer, transmitting the data packet ~~stored in the first buffer~~ to a third computer;

(e)-at the third computer, transmitting back the data packet received to the second computer;

at the second computer, transmitting at least a part of the data packet to the electronic device under simulation on the second computer through a programming language interface;

at the second computer, receiving at least a part of the data packet back from the electronic device under simulation through the programming language interface;

(f)-at the second computer, transmitting the data packet received ~~from the third computer~~ to the first computer;

~~(g)~~-at the first computer, performing a comparison the data packet received with the data packet that was sent; and

~~(h)~~-reporting an error if the data packet received by the first computer does not match the data packet that was sent by the first computer.

61-63. (Canceled).